

ABSTRACT

5 A technique for consistently simulating at two different
complexities of simulation is described. This technique
is particularly relevant to simulation of a creature-like
autonomous agent (biological or artificial or hybrid).
The model, in the particular case a model of the creature,
10 comprises at least two portions. The first portion
contains functions used in both of the different
complexities of simulation. The second portion comprises
two alternative versions, a first version for use in one
complexity of simulation, and a second version for use in
15 the other complexity of simulation.